

CLAIM AMENDMENTS

The following listing of claims replaces all prior listings and versions of claims in this application.

Claims 1-57 (canceled)

58. (Currently Amended) A computerized wagering game apparatus, comprising:

a computerized game controller comprising a processor with a memory and an operating system stored in said memory, the controller further comprising a game state storage, a nonvolatile storage, the computerized game controller being operable to control a computerized wagering game;

an operating system that runs on the computerized game controller, the operating system comprising an operating system kernel and a system handler application, the operating system kernel and system handler application operable: to dynamically link with a plurality of gaming program shared objects and device handlers for the computerized wagering game at run time when the computerized wagering game is executed in a manner that allows the plurality of gaming program objects to call a set of common functions effectively provided by the system handler application when the system handler application is executed, and load said gaming program shared objects and device handlers;

the system handler application comprising an Application Program Interface comprising functions callable from the gaming program shared objects, the Application Program Interface comprising a plurality of gaming functions callable by and used by the plurality of the gaming program shared objects, the plurality of functions stored in the computerized game controller;

the system handler application operable to: ~~initiate execution of a computerized wagering game~~

load and execute a game shared object based on game data variables stored in the nonvolatile storage, the game shared object configured to provide normal game operation of the computerized wagering game;

write the game data variables to at least one of the game state storage and nonvolatile storage when the game shared object ~~computerized wagering game~~ is executed; ~~and load at least one of the plurality of the gaming program shared objects~~

load a bonus shared object in response to a change in the stored game data variables by at least ~~another one of the plurality of the gaming program~~ the game shared object[[s]], the bonus shared object configured to provide bonus operation,

bonus operation having different features from normal game operation; and

execute the bonus shared object, thereby changing from normal game operation to bonus game operation

~~the game state storage including a look-up table for the data variables stored in the nonvolatile storage.~~

59. (Currently Amended) The computerized wagering game apparatus of claim 58, wherein the game data variables comprise meter information, data to recreate the computerized wagering game upon power loss, game history, currency history, credit information, ticket printing history, or a combination thereof ~~system handler application further comprises an event handler.~~

60. (Previously presented) The computerized wagering game apparatus of claim 58, wherein the system handler application comprises software having the ability when executed to:

unload a previous gaming program shared object or device handler if a previous object or device handler has been loaded;

load a new gaming program shared object or device handler; and

execute the new gaming program shared object or device handler.

61. (Previously presented) The computerized wagering game apparatus of claim 58, wherein data variables modified by the gaming program shared objects are stored by the system handler application in the nonvolatile storage and a game state storage, and the system handler application functions to verify that the operating system or code for a shared object has not changed.

62. (Previously presented) The computerized wagering game apparatus of claim 61, wherein the game state storage provides a variable name index to associated variable data locations within the nonvolatile storage.

63. (Previously presented) The computerized wagering game apparatus of claim 62, wherein changing a data variable in nonvolatile storage causes execution of a corresponding callback function in one of the gaming program shared objects of the system handler application.

64. (Currently amended) The computerized wagering game apparatus of claim 58, wherein the computerized game controller comprises an ~~IBM PC compatible computer~~ general purpose computer system.

65. (Currently amended) The computerized wagering game apparatus of claim 58, wherein the operating system kernel is configured to execute user level code out of ROM ~~is a Linux~~ ~~operating system kernel~~.

66. (Currently amended) The computerized wagering game apparatus of claim 58 ~~[[65]]~~, wherein the ~~[[Linux]]~~ operating system kernel has at least one selected device handler disabled.

67. (Previously presented) The computerized wagering game apparatus of claim 66, wherein the at least one selected device handler that is disabled is selected from the group consisting of a keyboard handler, an I/O port handler, a network interface handler, a storage device controller handler, and a I/O device handler.

68. (Previously presented) The apparatus of claim 58, wherein the system handler application and the operating system kernel work in communication to hash system handler application code and operating system kernel code.

69. (Previously presented) The apparatus of claim 68 wherein the operating system is controlled by a general-purpose computer and the nonvolatile storage stores program variables, such that loss of power does not result in loss of the state of the computerized wagering game system, and

the system handler application loads a first shared object and the first shared object calls up a gaming function from within an Application Program Interface.

70. (Previously Presented) The apparatus of claim 69 wherein the system application handler loads and executes a single shared object at any one time, and wherein the system application handler shares data with at least one other shared object upon execution of the at least one other shared object.

71-73. (Canceled)

74. (Previously presented) The apparatus of claim 58, wherein the wagering game comprises a plurality of segments each comprising a gaming program shared object, wherein the system handler is operable to dynamically change the wagering game from one of the plurality of segments to another of the plurality of segments in response to the change in the stored game data variables.

75. (Previously presented) The apparatus of claim 74, wherein the system handler is operable to dynamically change the segment of the wagering game in response to a change in at least one of the device handlers.

76. (Currently Amended) A computer-implemented method of managing data for a computerized wagering game, comprising:

executing an operating system on a computerized game controller, the operating system including an operating system kernel and a system handler application;

~~initiating execution of the computerized wagering game~~

loading and executing a game shared object on the computerized game controller based on game data variables stored in nonvolatile storage, the game shared object configured to provide normal game operation of the computerized wagering game;

changing one or more of the game data variables in response to executing the game shared object stored in memory as a result of initiating the execution of the computerized wagering game on the computerized game controller;

loading a ~~plurality of gaming program~~ bonus shared object[[s]] in response to the change to the one or more game data variables, the bonus shared object configured to provide bonus operation stored in the memory,

wherein the plurality of gaming program shared objects can be used to call a set of common functions stored in the computerized game controller that can be used for execution of the computerized wagering game;

linking the system handler application with the plurality of gaming program objects for the computerized wagering game at run time when the execution of the computerized wagering game is initiated and the plurality of gaming program objects are loaded, thereby dynamically linking the system handler application with the plurality of gaming program shared objects for the computerized wagering game at run time when the execution of the computerized wagering game is initiated in a manner that allows the plurality of gaming program shared objects to call the set of common functions effectively provided by the system handler application when the system handler application is executed

wherein the game object is unloaded and the bonus object is loaded upon changing from normal game operation to bonus operation, with relevant data for the game object and the bonus object stored in the nonvolatile storage.

77. (Canceled)

78. (Previously Presented) A computer readable medium including computer program code for the method recited in claim 76.

79. (Previously Presented) The computerized wagering game apparatus of claim 58 further comprising a housing that contains the computerized game controller, including the operating system, the system handler application and the plurality of functions.

80. (Canceled)

81. (Previously Presented) The computerized wagering game apparatus of claim 80 wherein the game object is unloaded and the bonus object is loaded upon changing from normal game

operation to bonus operation, with relevant data for the game object and the bonus object stored in nonvolatile storage.

82. (Previously Presented) The computerized wagering game apparatus of claim 58 wherein said gaming program shared objects are loaded and executed one at a time.

83. (Previously Presented) The computerized wagering game apparatus of claim 82 wherein the gaming program shared objects share data only through the game data storage.